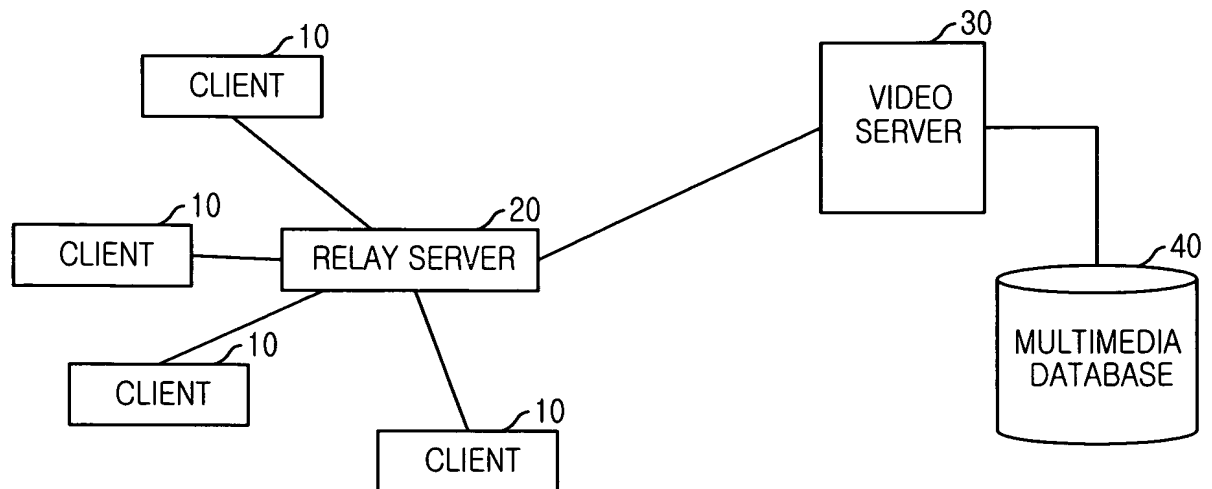# FIG. 1
(PRIOR ART)

FIG. 2
(PRIOR ART)
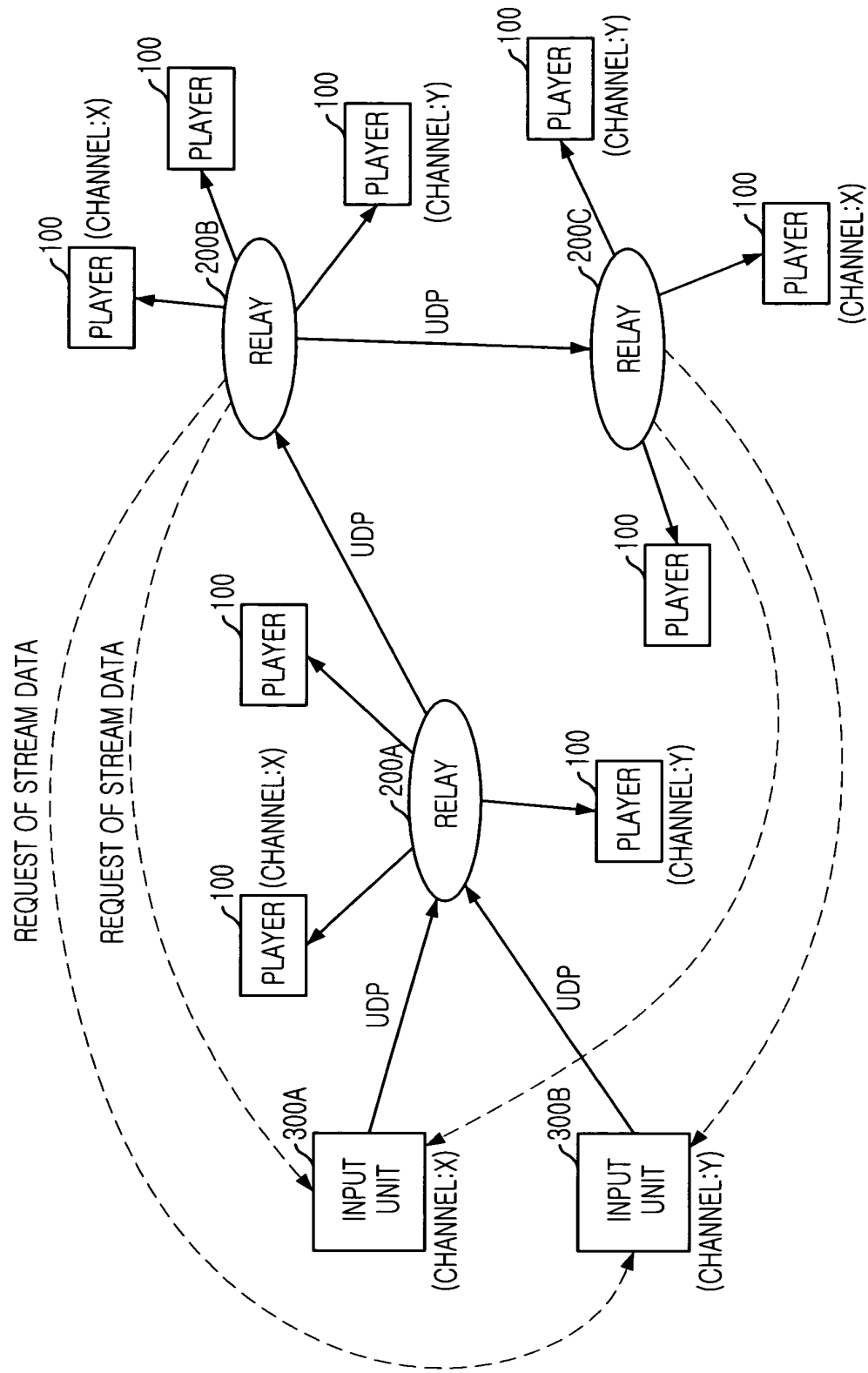
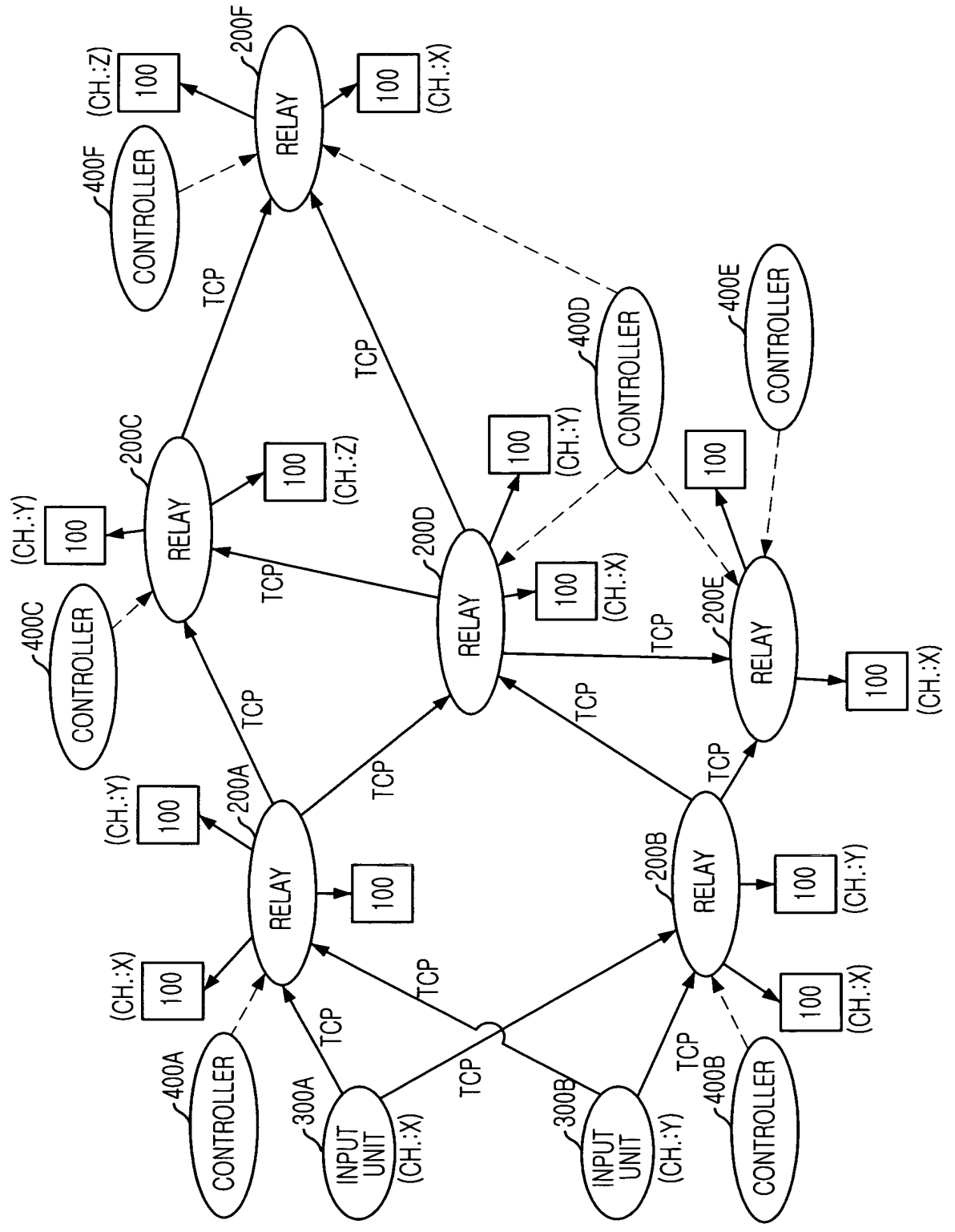FIG. 3

FIG. 4

```
        ┌─────────┐
        │  START  │
        └─────────┘
             │
             ▼
┌───────────────────────────────────┐
│   EACH INPUT UNIT GENERATES STREAM │ ~S401
│     DATA OF SPECIFIC CHANNEL       │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   EACH INPUT UNIT TRANSMITS        │
│   GENERATED STREAM DATA OF         │ ~S402
│   SPECIFIC CHANNEL TO NEIGHBORING  │
│   RELAYS BASED ON TCP              │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   EACH RELAY CONFIRMS CHANNEL      │ ~S403
│   OF RECEIVED STREAM DATA          │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   EACH RELAY TRANSMITS RELEVANT    │
│   STREAM DATA TO A PLURALITY OF    │ ~S404
│   RELAYS ACCORDING TO TRANSMISSION │
│   CONTROL INFORMATION BASED ON TCP │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   PLAYER REQUESTS NEIGHBORING      │
│   RELAYS TO TRANSMIT STREAM DATA   │ ~S405
│   OF SPECIFIC CHANNEL FOR WATCHING │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   RELAY TRANSMITS STREAM DATA OF   │
│   RELEVANT CHANNEL TO PLAYER       │ ~S406
│   BASED ON TCP                     │
└───────────────────────────────────┘
             │
             ▼
┌───────────────────────────────────┐
│   PLAYER DISPLAYS RECEIVED         │ ~S407
│   STREAM DATA                      │
└───────────────────────────────────┘
             │
             ▼
        ┌─────────┐
        │   END   │
        └─────────┘
```